Online Quiz

Project Report submitted for the partial fulfillment

For the award of the degree of

B Tech(Electronics & Comm.)

CERTIFICATE

ACKNOWLEDGEMENT

CONTENTS

SYNOPSIS

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The main aim of Online Quiz is to facilitate a user friendly environment of Bluebook implementation and reduces the manual effort. Users of the system are:

1. Teachers
2. Students

In past days quiz is conducted manually but in further resolution of the technology we are able to generate the score and pose the queries automatically..

Secure access of confidential data, better design to give effective Bluebook and flexible. Service based architecture will be highly desirable for future extension. Issues are to reduce the manual pressure and make the project in effective manner**.**

Teacher is able to make quiz questions and take a contest both. But students are only able to give a quiz. Their result is visible on the screen after the successful completion of the quiz.

Both are able to ask any query from the administrator and give any suggestion to improve the site.

The present project elucidates the following features.

- Registartion of Teachers and Students
- Making of Quiz
- Taking of Quiz
- Queries from Users
- Contact From adminstrator

INTRODUCTION

System Development:

The process of building systems has always been complex with system becoming larger, the costs and complexities get multiplied. So the need for better methods for developing systems is widely recognized to be effective and the applied model should meet a few basic requirements.

- The model should be structured and cover the entire system development process from feasibility study to programming, testing and implementation.
- The model should utilize established methods and techniques like database designs, normalizations and structured programming techniques.
- The model should consist of building blocks, which define tasks, results and interfaces.
- The model should separate the logical system from the physical system.
- Documentation should be a direct result of the development work and should be concise, precise and as non-redundant as possible.

Based on the above requirements of the system model, system study has been made.

Various methodologies have been applied for system study, evolving design documents, data modeling, input screen design and report design.

Project:

The persons who are students can enhance and judge their knowledge from the online quizes on the site. Teachers are able to make quizes. Students and teachers can ask their queries in the site. They are also able to contact the administrator with the help of the address given in the Contact us option.

SYSTEM ANALYSIS

SYSTEM ANALYSIS

Preliminary Investigation:

First in the system development process is preliminary Investigation. Preliminary Investigation is conducted in the following phases.

- **Project clarification**
- **Feasibility study**
- **Project appraisal**

Project clarification is the process of selecting a project request for further study. When a system development or modification request is made, the first systems activity, the preliminary investigation, begins the activity has three parts: Request clarification, feasibility study and project appraisal. Many request from employees and users in organization are not clearly stated.

Therefore before any systems investigation can be considered, the project request must be examined to determine preciously what the originator wants. This is called Request clarification.

As important outcome of the preliminary investigation is the determination that the system request in feasible.

Feasibility Study:

The feasibility study is performed to determine whether the proposed system is viable considering the Technical, Operational and Economical factors. After going through feasibility study we can have a clear-cut view of the system's benefits and drawbacks.

Technical Feasibility:

The proposed system is developed using Active Server Page, VB Script and HTML as front-end tool and Oracle 8 as the back end. The proposed system needs a Personal Web Server to serve the requests submitted by the users. The Web browser is used to view the web page that is available within the Windows operating system itself. The proposed system will run under Win9x, NT, and win2000 environment. As Windows is very user friendly and GUI OS it is very easy to use. All the required hardware and software are readily available in the market. Hence the system is technically feasible.

Operational Feasibility:

The proposed system is operationally feasible because of the following reasons.

- The customer is benefited more as most of his time is saved. The customer is serviced at his place of work.
- The cost of the proposed system is almost negligible when compared to the benefits gained.

Economical Feasibility:

As the necessary hardware and software are available in the market at a low cost, the initial investment is the only cost incurred and does not need any further enhancements. Hence it is economically feasible.

The system is feasible in all respects and hence it encourages taking up the system design.

Gathering Information:

The analysis through collection of data plays the wider role in the analysis of the system. So the data is collected at different levels of management to keep track of full information of the system.

The collection of data is done from-

1. Top Level Management
2. Middle Level Management

3. Low Level Management

Different methods used to collect the data:

Questioners:

The data is collected through questioners by filling a set of questions from the different levels of management. The questions made by questioners are three different types.

They are-

1. *Structured questioners:*
2. *Unstructured questioners:*
3. *Semi-structured questioners*:

Interviews:

Interviews were conducted to collect the information. The interviews were conducted at two levels.

1. ***Formal Group Interviews:*** the interviews conducted for formal groups i.e., the hierarchical (official) groups in the firm.
2. ***Informal Group Interviews:*** the interviews were conducted for informal groups i.e., the groups formed outside the company.

Observation:

The data is also collected by observation of the firm. The data is collected by observing on the site at different timings and at different situations like when the firm is busy and when the firm hasn't much work to do.

Record Review:

To collect the data and to get a clear idea of the firm some of the data is also collected from the past records of the firm. This information helps very much to get a clear idea of the firm i.e., the different problems occurred in different seasons and some exception conditions. This very much gives a clear idea of exceptional conditions.

System Study:

Present system:

In the existed system, quz questions are provided in a page to the students. Their is no timing set for the quiz questions. The teachers have to check the qustions by themselves. Their work becomes hactic.

Problem in Existing System-

- There is no scope for teams to play.
- All the questions will be displayed at a time.
- The winners are not allowed to play another round.
- There is no question of negative marking and marks.
- These quizes are not so much interactive to the students.

Proposed system:

Proposed system provides a solution to existing system by extending its facilities as follows:

- There is a scope of any number of topics on which the quizes are made.
- There is a chance of answering the qustions and edit it before the submission of the quiz.
- Finally the scores of the quiz are calculated.

Limitation:

- In this projects there are no team contests.
- The students and teachers are able to judge their knowledge but can not be able to campare them with others.

SYSTEM REQUIREMENTS

SYSTEM REQUIREMENTS

Software Environment:

Software Environment is a technical specification of requirement of software product. This specifies the environment for development, operation and maintenance of the product.

Technology used:

- Http
- Http Basics
- java
- Oracle 11
- SQL
- HTML
- Javascript
- CSS
- Servlet
- Java Server Pages (JSP)

HTTP:

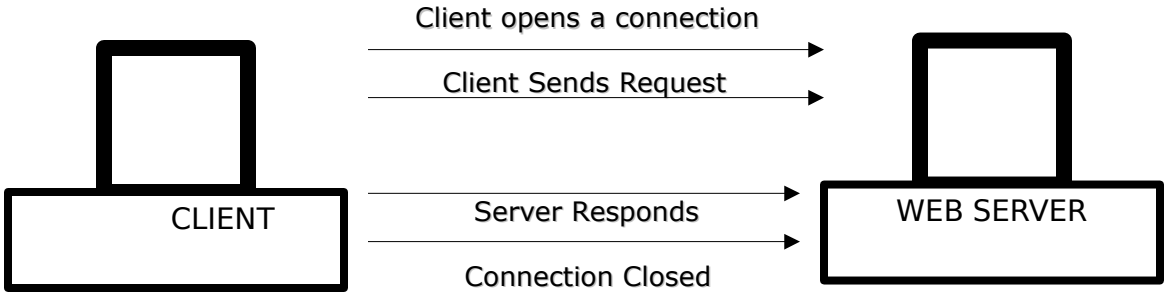
The Hypertext Transfer Protocol is stateless, TCP/IP based protocol used for communicating on the World Wide Web. HTTP defines the precise manner in which Web clients communicate with Web servers. HTTP/1.0 is the most common version in use today. Oddly enough, this protocol is not officially recognized as an Internet standard. It is documented in the informational RFC 1945. Its successor, HTTP/1.1, is currently a proposed Internet standard and many browsers and servers now support this new version.

HTTP Basics:

The HTTP protocol follows a very simple request/response paradigm. In short, a conversation between a Web browser and Web server goes something like this: the client opens a connection to the server, the client makes a request to the server, the server responds to the request, and the connection is closed.

The four stages of a simple Web transaction:

- The client opens a connection to the server.
- The client makes a request to the server.
- The server responds to the request.
- The connection is closed.



Connectionless Protocol:

HTTP is a connectionless protocol. As you may have guessed, the difference between a connectionless and a connection-oriented protocol is in the way they handle connections. Using a connectionless protocol, the client opens a connection with the server, sends a request, receives a response, and closes the connection. Each request requires its own connection. With a connection-oriented protocol, the client connects to the server, sends a

request, receives response, and then holds the connection open in order to service future requests.

The connectionless nature of HTTP is both strength and a weakness. Because it holds a connection open only long enough to service the request, very few server resources are required to service large numbers of users. In fact many popular Web sites service millions of users in a single day. The drawback to a connectionless protocol is that a connection must be established with every request. Opening a new connection with each request incurs a performance penalty that translates into additional delays for the user.

Alternatively, a connectionless protocol such as FTP has a strong performance advantage over a connectionless protocol. This is due to the fact that the overhead required to open a new connection is incurred only once rather than with every request. Unfortunately, each open connection consumes some amount of server resources. These finite resources, such as memory and disk space, limit the number of concurrent users the server can handle. In contrast to a Web site, an FTP site can rarely support more than a few hundred users at a time.

Stateless Protocol:

As stated in the definition, HTTP is a stateless protocol. A protocol is said to be stateless if it has no memory of prior connections and cannot distinguish one client's request from that of another. In contrast, FTP is a ***stateful*** protocol, because the connection is not opened and closed with every request. After the initial login, the FTP server maintains the user's credentials throughout the session. On the other hand, due to its stateless nature, there is no inherent method in HTTP for tracking a client's traversal of a Web site. Every connection is a new request from an anonymous client.

The stateless nature of HTTP is both strength and a weakness. It is strength in that its stateless nature keeps the protocol simple and straightforward. It also consumes fewer resources on the server and can support more simultaneous users since there are no client credentials and connections to maintain. The disadvantage is in the overhead required to create a new connection with each request and the inability to track a single user as he traverses a Web site.

Java:

Java language is platform independent if it does not have any dependency on the operating system.

Usually dependency on the O/S is created:-

1. At the time of development by invoking O/S library functions from the application,
2. At the time of compilation by following O/S specific format in compiled code, and
3. At the time of execution by using the O/S for launching the application.

That is, a Language is platform independent if:-

1. It is compiled in a platform mutual manner.
2. Language provides its own runtime environment for the execution of its application.
3. Language provides a comprehensive library for the application developers to develop all types of application without using the O/S concern.

Java Server Pages:

Short for *Java Server Page*. A server-side technology, Java Server Pages are an extension to the Java servlet technology that was developed by Sun.

JSPs have dynamic scripting capability that works in tandem withHTML code, separating the page logic from the static elements -- the actual design and display of the page -- to help make the HTML more functional(i.e. dynamic database queries).

A JSP is translated into Java servlet before being run, and it processes HTTP requests and generates responses like any servlet. However, JSP technology provides a more convenient way to code a servlet. Translation occurs the first time the application is run. A JSP translator is triggered by the .jsp file name extension in a URL. JSPs are fully interoperable with servlets. You can include output from a servlet or forward the output to a servlet, and a servlet can include output from a JSP or forward output to a JSP.

JSPs are not restricted to any specific platform or server. It was orignially created as an alternative to Microsoft'sASPs (Active Server Pages). Recently, however, Microsoft has countered JSP technology with its own ASP.NET, part of the .NET initiative.

Why to use Java ? :

- Excellent tooling: IDE, CI, etc.
- Vast array of 3rd party libraries.
- Huge amount of documentation available.
- Large pool of developers available.
- Platform ubiquitous.
- Excellent performance.
- Excellent specification.
- Sturdy garbage collection.
- Managed memory.
- Native threads.
- Choice - implemented by multiple vendors.

Java is platform independent language. It can be used for Client Side programming as well as Sever Side Programming.

Why to use JSP? :

In the early days of the Web, the Common Gateway Interface (CGI) was the only tool for developing dynamic web content. However, CGI is not an efficient solution. For every request that comes in, the web server has to create a new operating system process, load an interpreter and a script, execute the script, and then tear it all down again. This is very taxing for the server and doesn't scale well when the amount of traffic increases.

Numerous CGI alternatives and enhancements, such as FastCGI, mod_ perl from Apache, NSAPI from Netscape, ISAPI from Microsoft, and Java Servlets from Sun Microsystems, have been created over the years. While these solutions offer better performance and scalability, all of these technologies suffer from a common problem: they generate web pages by embedding HTML directly in programming language code. This pushes the creation of dynamic web pages exclusively into the realm of programmers. JavaServer Pages, however, changes all that.

Oracle 11:

Oracle is a comprehensive operating environment that packs the power of a mainframe Relational Database Management system into user microcomputer. It provides a set of functional programs that user can use as tools to build structures and perform tasks, became applications developed in oracle are completely portable to other versions of the programmer who can create a complex application in a single user environment and then move it to a multi user platform. User do not have to be an expert to appreciate oracle but the better user understands the program, the productively and creatively can use the tools it provides.

Support for CODD'S Rules:

Oracle supports the following rules of **Dr.E.F.Codd**:

Rule1: Information Rule	YES
Rule2: Guaranteed Access	YES
Rule3: Systematic Representation of missing information	YES
Rule4: Comprehensive Online Catalogue	YES
Rule5: Comprehensive Data Sub-Language	YES
Rule6: View Updating	Partially
Rule7: High level Insert, Update, Delete	YES
Rule8: Physical Data Independence	Partially
Rule9: Logical Data Independence	Partially
Rule10: Integrity Independence	Partially
Rule11: Distribution Dependence	YES
Rule12: Non Subversion	YES

Features of Oracle:

1. Oracle is portable:

The oracle RDBMS is available on wide range of platforms ranging from pc's to super computers and as a multi-user network loadable module for Novell Netware. If you run the same application on one system you can run the same application on other systems without any modifications.

2. Oracle is Compatible:

The Oracle command can be used for COM indicating with IBM, DB/2, Mainframe RDBMS, which is different from Oracle, i.e., Oracle is compatible with DB/2. Oracle RDBMS is a high performances fault tolerant DBMS, which is specially designed for online transaction processing and for handling the large database applications.

3. Oracle RDBMS is available with two options:

Oracle RDBMS version 8 with transaction processing option and oracle RDBMS version 8 without transaction processing option. Oracle with transaction processing option offers three features, which contributes to a very high level of transaction processing throughout.

SQL:

The name SQL stands for Structural Query Language. SQL is a data access language, like any other language, it is used for communication. SQL communicates with database manager. The database manager could be Oracle, Informix, DB2 and SQL database. SQL is easy to learn. Despite the fact that SQL is a computer programming language, it is much simpler than traditional programming language like COBOL, BASIC, FORTRAN or API. This is due to the fact that SQL is a non-procedural language.

SQL is one of the Oracle facilities. It is important to understand in each case its differences, purpose and place in the Oracle family.

- SQL is the language used to access a relational database, including Oracle.
- SQL May be used with each of the Oracle tools, where access to the database is required.

Overview of SQL:

A database management system requires a query language to enable users to access data. Structured Query Language (SQL – pronounced 'sequel') is the language used by most relational database systems.

IBM developed the SQL language in a prototype relational database management system –System R – in the mid-1970s. In 1979, Oracle Corporation introduced the first commercially available implementation of SQL.

Features of SQL:

- SQL is an English-like language. It uses words such as select, insert, delete as part of its command set.
- SQL is a non-procedural language: you specify *what* information you require, not how to get it. In other words, SQL does not require you to specify the access method to the data. All SQL statements use the query optimizer – a part of the RDBMS – to determine the fastest means of retrieving the specified data. This feature makes it easier for you to concentrate on obtaining the desired result.
- SQL processes sets of records rather than a single record at a time. The most common form of a set of records is a table.
- A range of user including DBAs, application programmers, management personnel, and many other types of end users can use SQL.

- SQL provides commands for a variety of tasks including:
  - Querying data
  - Inserting, updating and deleting rows in a table
  - Creating, modifying and deleting database objects
  - Controlling access to the database and database objects
  - Guaranteeing database consistency.

SQL Processing Capabilities:

SQL is composed of a definition language a Data Manipulation Language and a Data Control Language. These three languages support the complete spectrum of Relational Data processing activity. In fact most SQL based product all access to the data through SQL.

1. Data Definition Language:

DDL allows creation, Deletion and Modification of data structure for bar system. These structures include tables, databases and indexes.

Ex: Create, Drop and Alter.

2. Data Manipulation Language:

These commands are used to manipulate the data in tables directly or through views. There are four standard DML statements. They are select, delete, insert and update.

3. Data control language:

These commands are used to control usage and access of data. The most commonly found one's will include grant, revoke.

Why to Use?

Oracle greatly supports RDBMS features. Also it supports high security to the data and faster accessing capability. It can be run on a variety of platforms and operating systems. One can develop an application easily by providing user-friendly environment.

The features of oracle are portability and compatibility.

HTML:

The extended reach of information and services to customers that the Internet has enabled, has created a new challenge for the developer. The developer should develop a user interface that is distributable, available on multiple platforms and supports a wide range of client environments from handheld wireless devices to high-end workstations. So to maintain a broad reach to client environments and to achieve greatest compatibility with all browsers, this system uses standard HTML.

Hyper Text Markup Language is the standard language for creating documents for the World Wide Web. An HTML document is a text file, which contains the elements, in the form of tags that a web browser uses to display text, multimedia objects, and hyperlinks using HTML; we can format a document for display and add hyperlinks to other documents.

The user interface has been designed in HTML hence can be browsed in any web browser.

Cascading Style Sheets:

These have been used to separate data form presentation. By using these style sheets throughout the project, a uniform look and feel can be maintained for all the HTML elements and tags that have been used in the project. If there is any revamp the way the content has been presented in the website, the changes can be made to the appropriate style sheet, which will be reflected across all the style sheets.

JavaScript:

Until recently, Web-site design was limited by the constraints of HTML and CGI. JavaScript is an easy-to-use language, developed by Netscape, which can be embedded in HTML pages to make them more interactive and dynamic.

JavaScript allows site designers with moderate programming skills to add capabilities to their Web pages, including instant user feedback, advanced form processing, pop-up windows, advanced frame applications, and much more. You learn the basic elements of the JavaScript language and several techniques to take your Web pages to the next level.

Prerequisite: Familiarity with HTML and Web page design. Some programming experience in C, Visual Basic, or the equivalent.

WORKING ENVIRONMENT

Hardware Configuration:

Processor	:	Core i5
RAM	:	4GB RAM
Hard Disk Drive	:	400 GB HDD
Keyboard	:	104 keys
Mouse	:	Logitech Mouse
Monitor	:	Laptop
Display Type	:	LCD

Software Configuration:

Operating System	:	Windows 7(Home Basic)
Web server	:	Apache Tomcat 8.0.3
Web Browser	:	Google Chrome
Designing Tool (IDE)	:	NetBeans IDE 8
Server Side Scripting	:	Java
Client Side Scripting	:	javascript, JSP, servlet
Backend	:	Oracle 14

SYSTEM DESIGN

SYSTEM DESIGN

Introduction to System Design:

System design is the process of planning a new system or to replace the existing system. Simply, system design is like the blueprint for building, it specifies all the features that are to be in the finished product.

System design phase follows system analysis phase. Design is concerned with identifying functions, data streams among those functions, maintaining a record of the design decisions and providing a blueprint the implementation phase.

Design is the bridge between system analysis and system implementation. Some of the essential fundamental concepts involved in the design of application software are:

- Abstraction
- Modularity
- Verification

Abstraction is used to construct solutions to problem without having to take account of the intricate details of the various component sub problems. Abstraction allows system designer to make step-wise refinement, which at each stage of the design may hide, unnecessary details associated with representation or implementation from the surrounding environment.

Modularity is concerned with decomposing of main module into well-defined manageable units with well-defined interfaces among the units. This enhances design clarity, which in turn eases implementation, Debugging, Testing, Documenting and Maintenance of the software product. Modularity viewed in this sense is a vital tool in the construction of large software projects.

Verification is fundamental concept in software design. A design is verifiable if it can be demonstrated that the design will result in implementation that satisfies the customer's requirements. Verification is of two types namely.

- Verification that the software requirements analysis satisfies the customer's needs.
- Verification that the design satisfies the requirement analysis.

Some of the important factors of quality that are to be considered in the design of application software are:

Reliability:

The software should behave strictly according to the original specification and should function smoothly under normal conditions.

Extensibility:

The software should be capable of adapting easily to changes in the specification.

Reusability:

The software should be developed using a modular approach, which permits modules to be reused by other application, if possible.

The System Design briefly describes the concept of system design and it contains four sections. The first section briefly describes the features that the system is going to provide to the user and the outputs that the proposed system is going to offer.

The second section namely Logical Design describes the Data Flow Diagrams, which show clearly the data movements, the processes and the data sources, and sinks, E-R diagrams which represent the overall logical design of the database, and high-level process structure of the system.

The process of design involves "conceiving and planning out in the mind" and making a drawing pattern, or sketch of the system. In software design there are two types of major activities, Conceptual Design and Detailed Design.

Conceptual or logical or external design of software involves conceiving, planning out, and specifying the externally observable characteristics of a software product. These characteristics include user displays, external data sources, functional characteristics and high-level process structure for the product.

Details or internal design involves conceiving, planning out, and specifying the internal structure and processing details of the software product. The goal of internal design is to specify internal structure, processing details, blueprint of implementation, testing, and maintenance activities.

One of the important fundamental concepts of software design is modularity. A modularity system consists interfaces among the units. Modularity enhances design clarity, which in turn eases implementation, debugging, testing, documentation, and maintenance of the software product.

The other fundamental concepts of software design include abstraction, structure, information hiding, concurrency and verification. The use of structuring permits decomposition of a large system into smaller, more manageable units with well-defined relationships to the other units. The system design is verifiable if it can be demonstrated that the design will result in an implementation that satisfies the customer's requirements.

Preliminary Design:

Preliminary design is basically concerned with deriving an overall picture of the system. Deriving entire system into modules and sub-modules while keeping Cohesion and Coupling factors in mind. Tools, which assist in preliminary design process, are Data Flow Diagrams.

Code design:

The purpose of code is to facilitate the identification and retrieval for items of information. A code is an ordered collection of symbols designed to provide unique identification of an entity or attribute. To achieve unique identification there must be only one place where the identified entity or the attribute can be entered in the code; conversely there must be a place in the code for every thing that is to be identified. This mutually exclusive feature must be built into any coding system.

The codes for this system are designed with two features in mind. Optimum human oriented use and machine efficiency. Length of the code range from length of one to length of five characteristics:

- The code structure is unique; ensuring that only one value of the code with a single meaning may be correctly applied to a given entity or attributes.

- The code structure is expansible allowing for growth of its set of entities and attributes.
- The code is concise and brief for recording, communication, transmission and storage efficiencies.
- They have a uniform size and format.
- The codes are simple so that the user can easily understand it.
- The codes are also versatile i.e., it is easy to modify to reflect necessary changers in condition, chart eristic and relationships of the encode entities.
- The codes are also easily storable for producing reports in a predetermined order of format.
- The codes are also stable and do not require being frequently updated thereby promoting user efficiency.
- The codes are also meaningful.
- They are also operable i.e., they are adequate for present and anticipate data processing both for machine and human use.

Input Design:

Input design is a part of overall system design, which requires very careful attention. The main objectives of input design are:

- To produce a cost-effective method of input.
- To achieve the highest possible level of accuracy.
- To ensure that the input is acceptable to and understood by the user staff.

In this system input screens are designed very carefully so that no inaccurate data will enter the database. The data is made as easy as possible. For simplifying the data entry many facilities are given.

Each and every screen in this system is facilitated by many pushbuttons so that the user can easily work with this system.

Output Design:

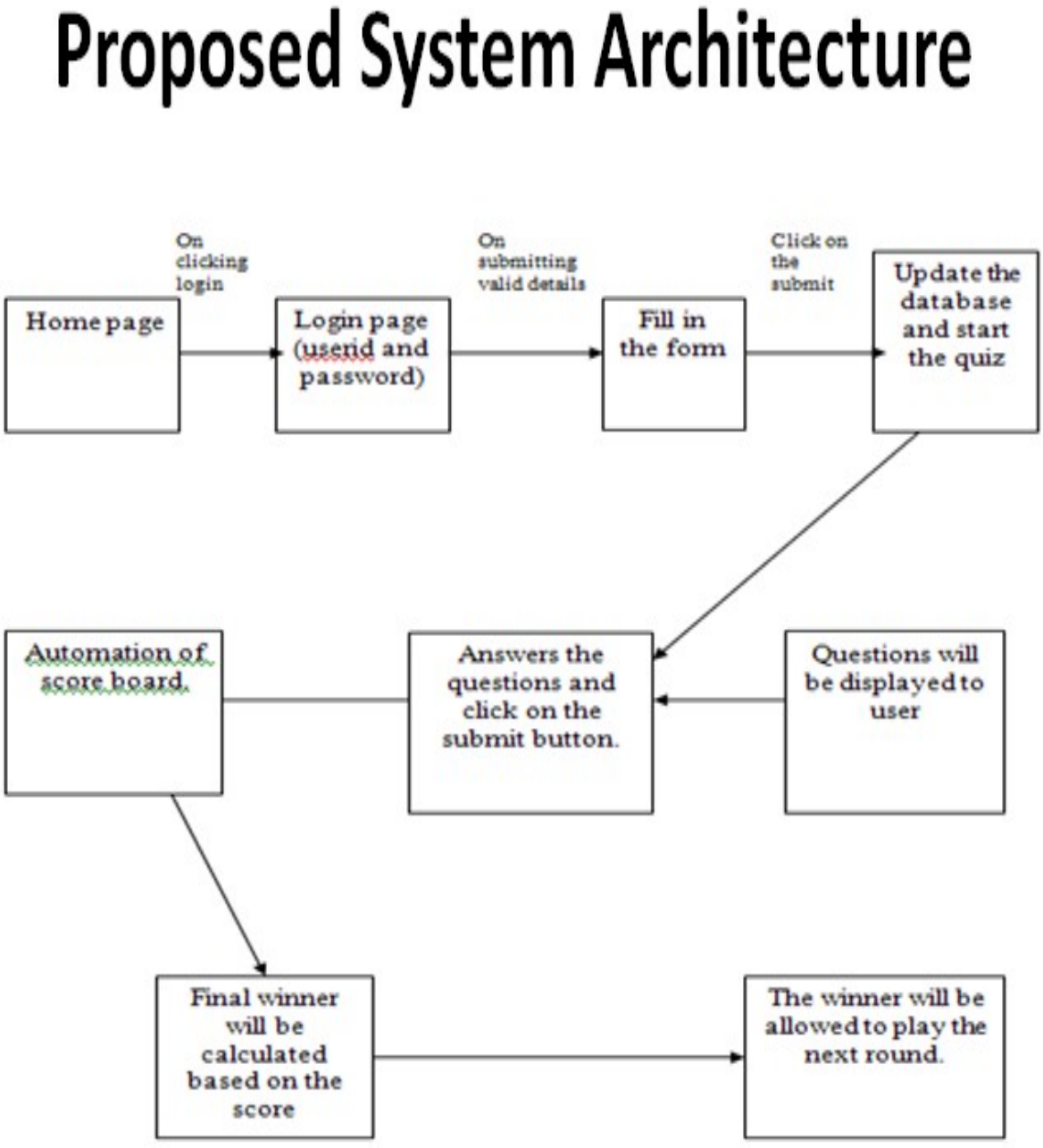
Outputs from computer systems are required primarily to communicate the results of processing to users. They are also to provide a permanent hard copy of these results for later consultation.

The various types of outputs are required by this system are given below:

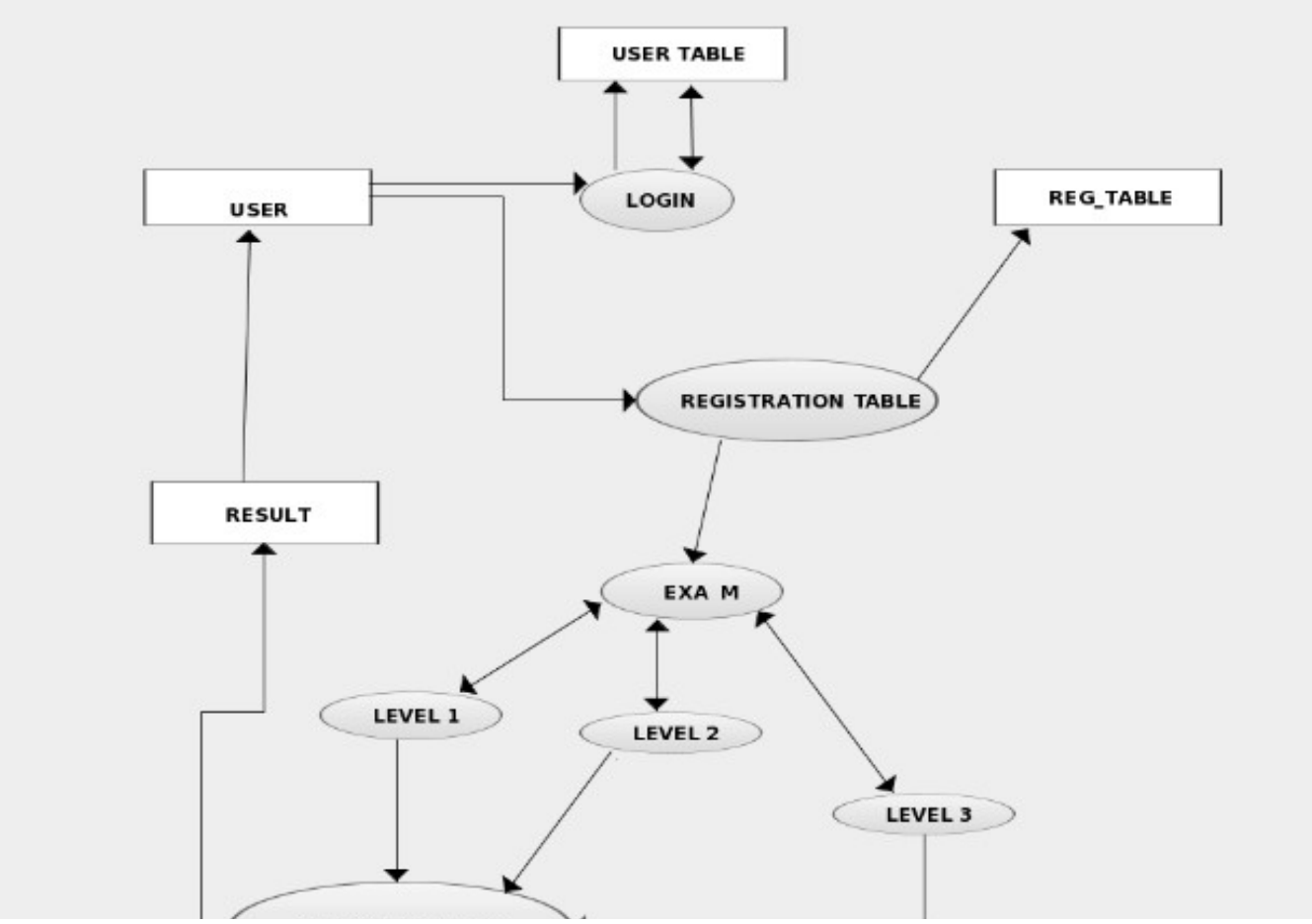
- External outputs, whose destination is outside the concern and which require special attention because they, project the image of the concern.
- Internal outputs, whose destination is within the concern and which require careful design because they are the user's main interface within the computer.
- Operation outputs, whose use is purely within the computer department, E.g., program listings, usage statistics etc,
- Interactive outputs, which involves the user in communicating directly with the computers.

SYSTEM FLOW DIAGRAM

System – Flow Diagram:



DATA FLOW DIAGRAMS


USER TABLE
USER
LOGIN
REG_TABLE
REGISTRATION TABLE
RESULT
EXA M
LEVEL 1
LEVEL 2
LEVEL 3

DATABASE DESIGN

DATABASE DESIGN

Database is an integrated collection of data and provides a centralized access to the data and makes possible to treat data as a separate resource. Usually centralized data managing software is called a Relational Database Management System (RDBMS). The most significant different between RDBMS and other type of Data Management is the separation of data as seen by the program and data as store of on the direct access storage device. This is the difference between logical and physical data.

Data Dictionary:

The efficiency of an application developed using RDBMS mainly depend upon the database tables, the fields in each table and the way the tables are opened using the contents in them to retrieve the necessary information. Hence a careful selection of tables and their fields are imperative.

The database tables used in this system are created keeping the above points in mind. The tables used are given below.

Detailed Description:

1. **QuizContact-**

Field Name	Field Type	Field Length
Name	Varchar	50
Email	varchar	100
Phone	int	
Message	Varchar	4000

2. **QuizInfo-**

Field Name	Field Type	Field Length
Subject	Varchar	20
QuizName	Varchar	30

3. **QuizQ-**

FieldName	Field Type	Field Length
Name	Varchar	20
Email	Varchar	50
Phone	int	
Question	Varchar	3000

4. **QuizQues-**

FieldName	FieldType	Field Length
Question	Varchar	4000
Option1	Varchar	4000
Option2	Varchar	4000
Option3	Varchar	4000
Option4	Varchar	4000
Answer	Varchar	4000
QuizName	Varchar	4000
QID(Primary key)	Varchar	4000
Description	Varchar	4000

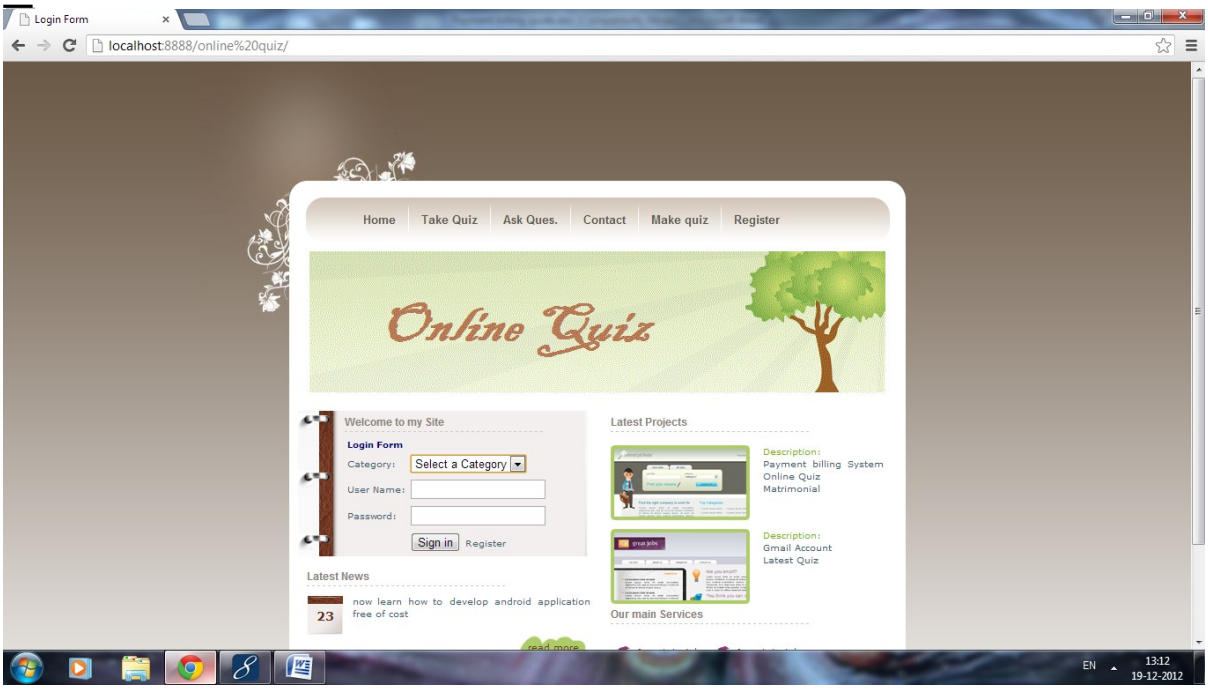
5. **QuizRegister-**

FieldName	FieldType	FieldLength
UserName	Varchar	4000
Userpass	Varchar	4000
Category	Varchar	4000
Email	Varchar	4000

SCREENS

How Online Quiz Works?

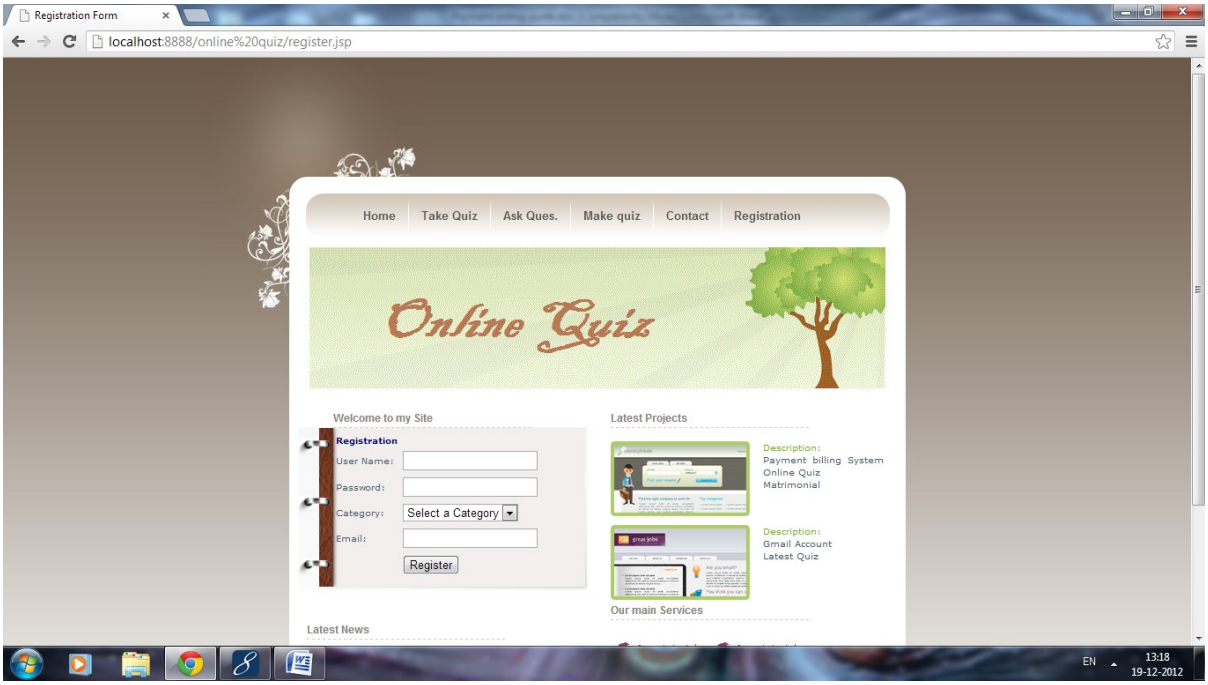
Welcome Page



Steps:

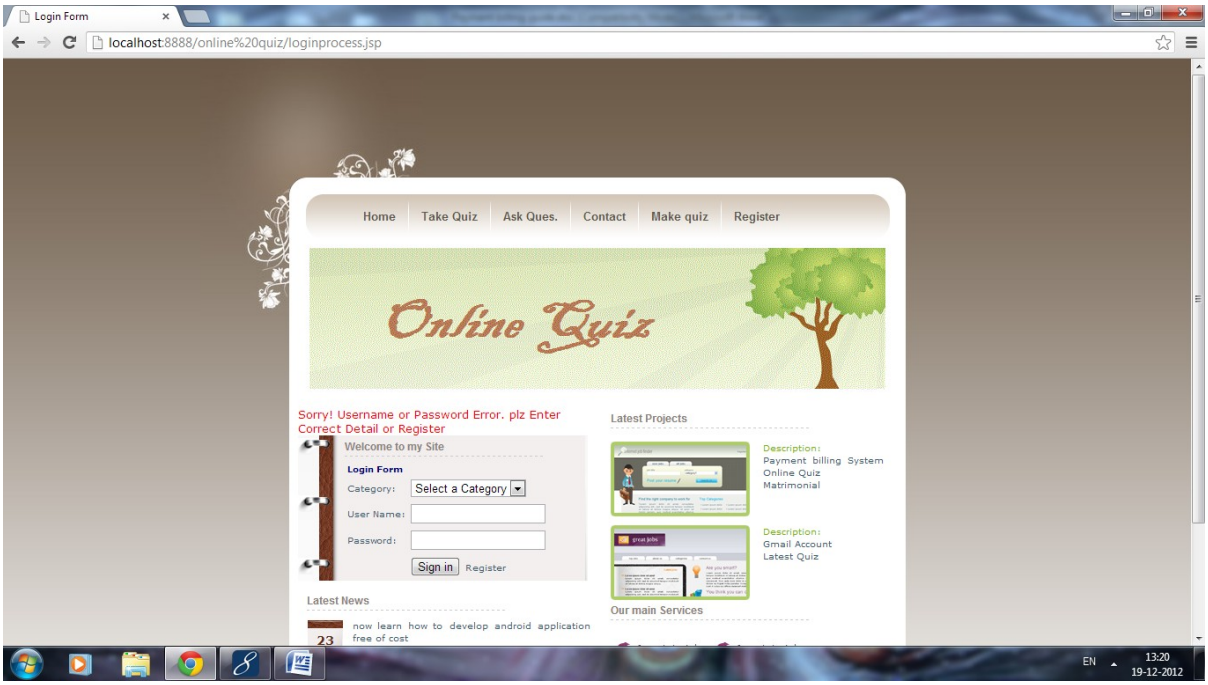
1.To login through this form You have to register first. If you are already registered please login.

2.Registration:

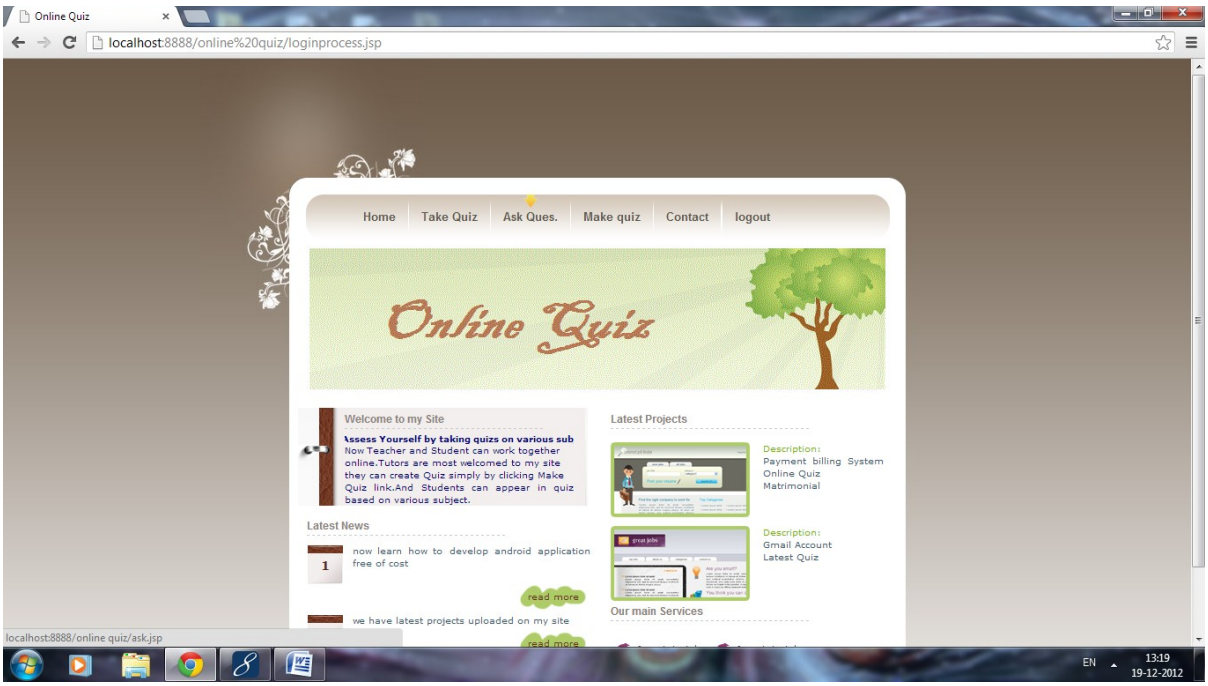


Fill all the detail and do login.

On filling incorrect detail:



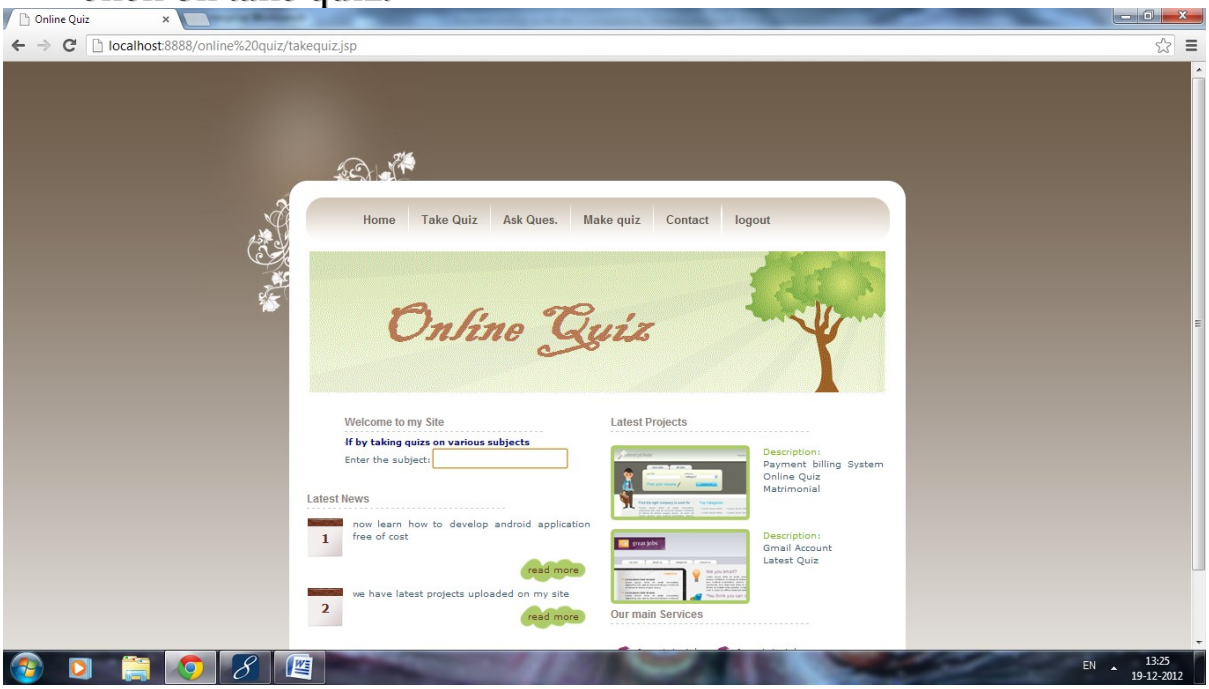
On filling correct Detail:

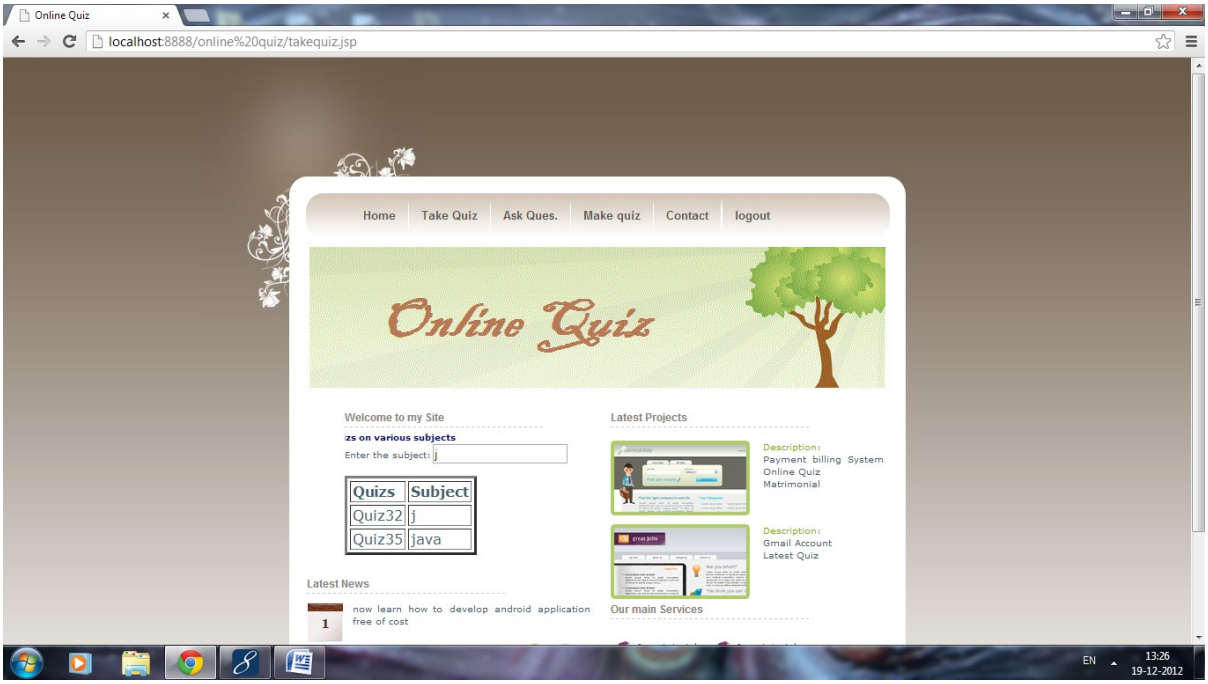


4. Depending upon your category you can perform action accordingly.

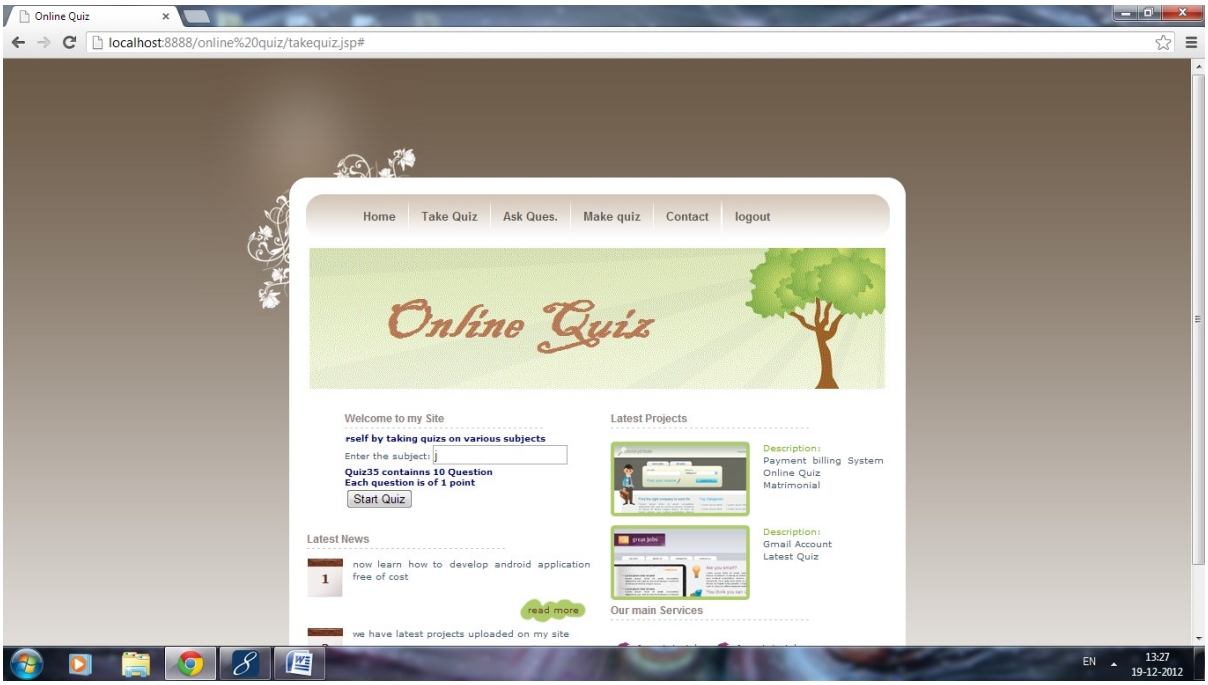
4. When category as student:

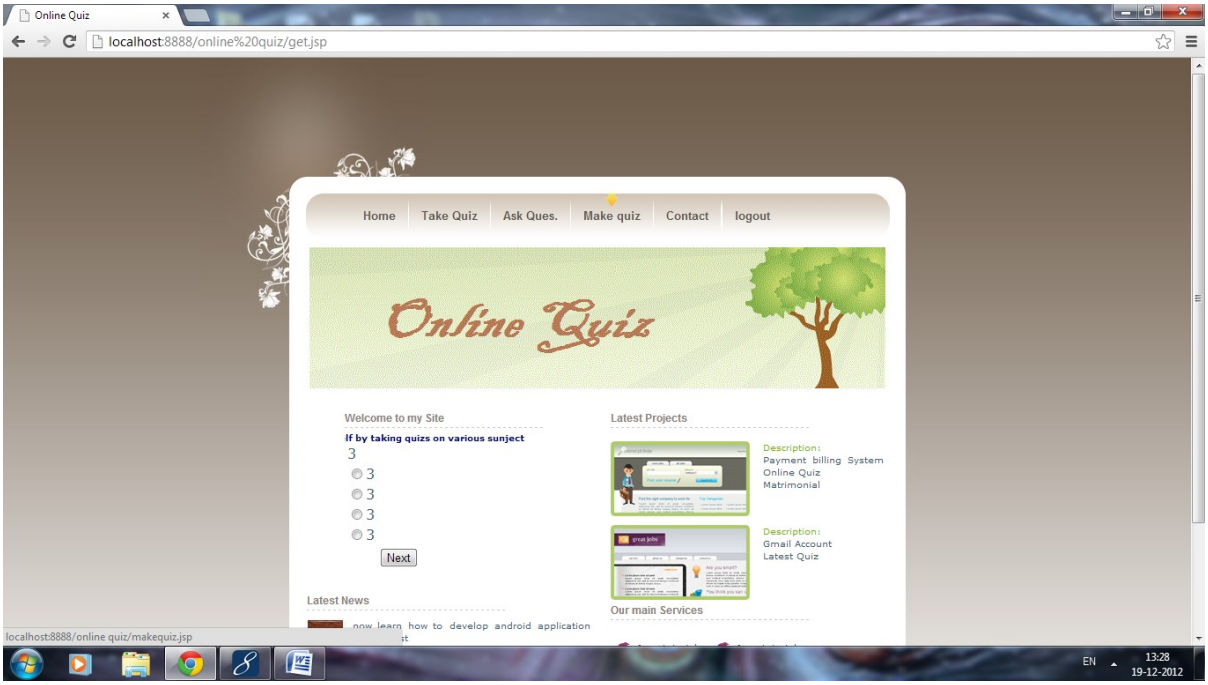
1. can take quiz ,by browsing the quizs according to his interest,and click on take quiz.



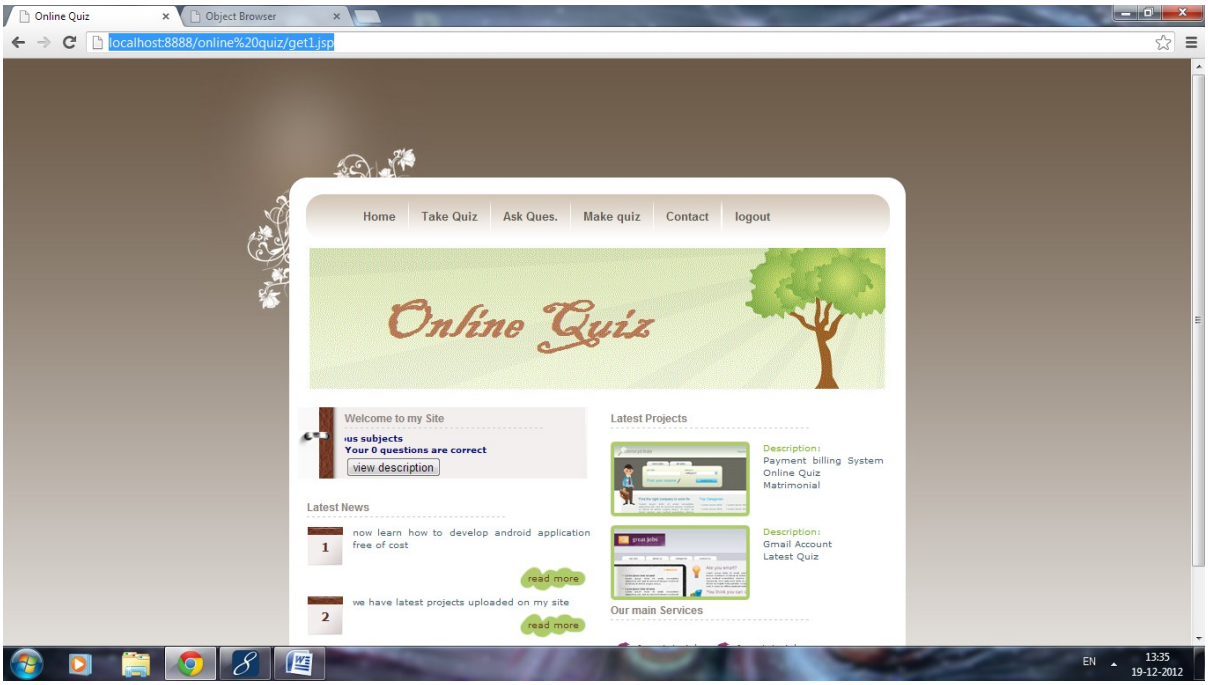


Now click on the quiz no. to start the quiz.

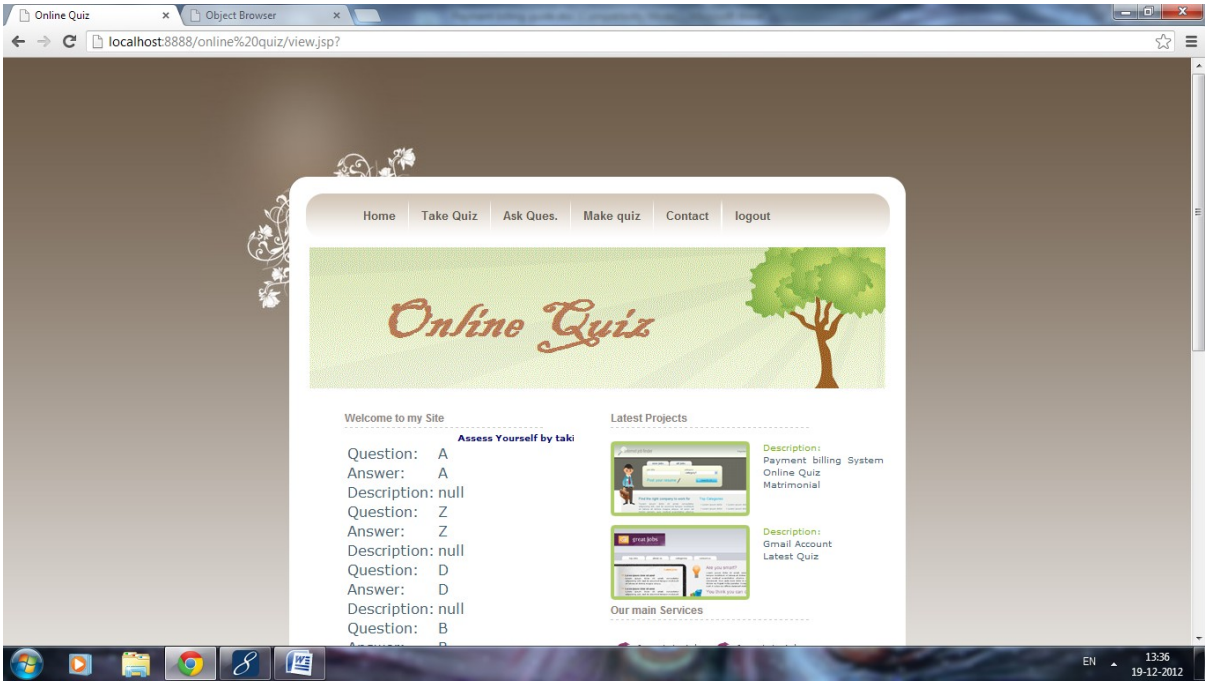




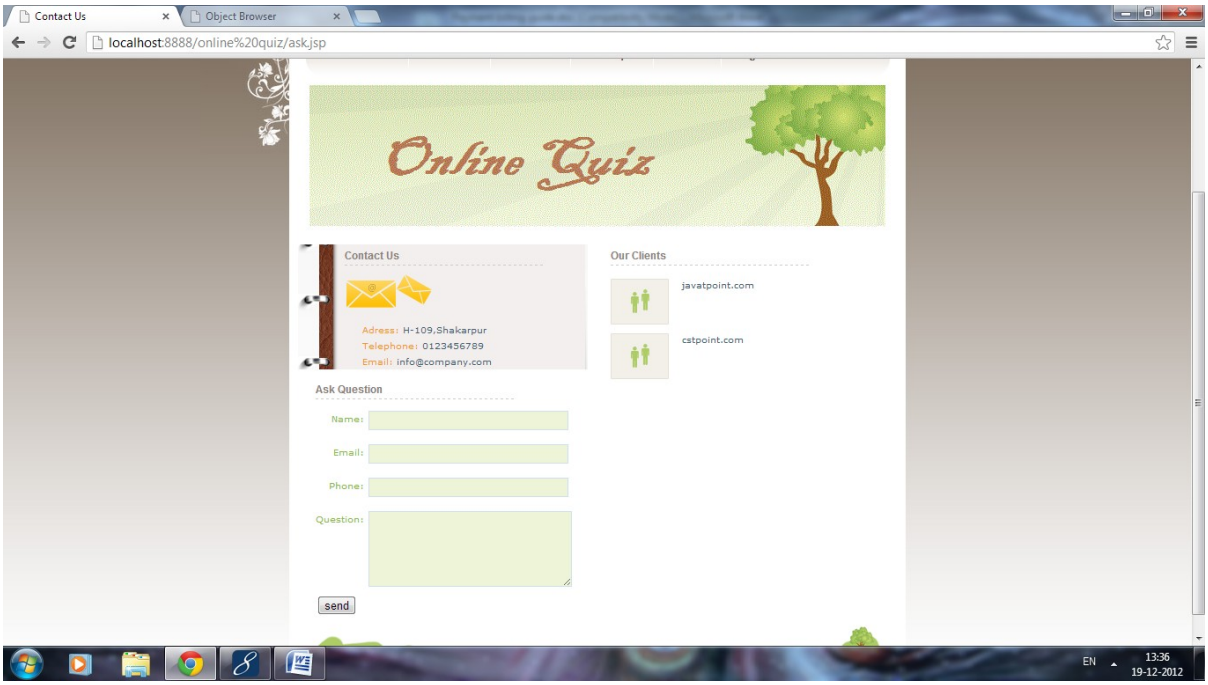
Now choose your answer and click on next,10 questions will be appeared and after 10 question quiz is automatically submitted .and your result will be displayed as follows.



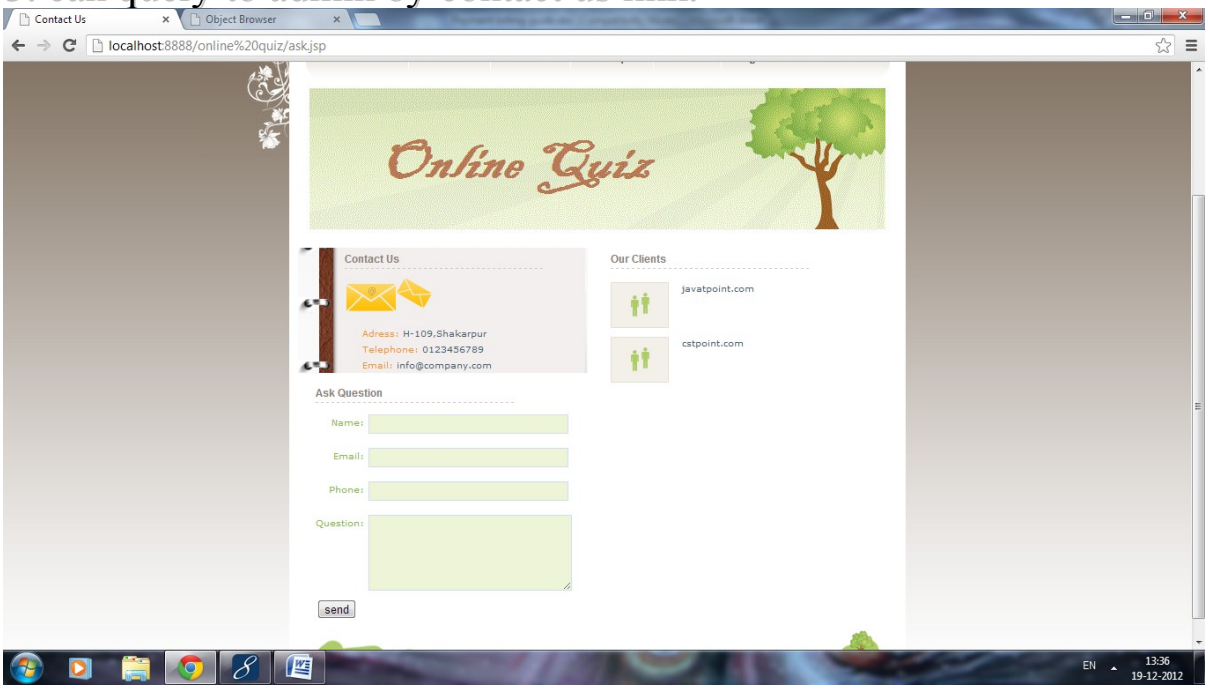
Now you can view description about each question.



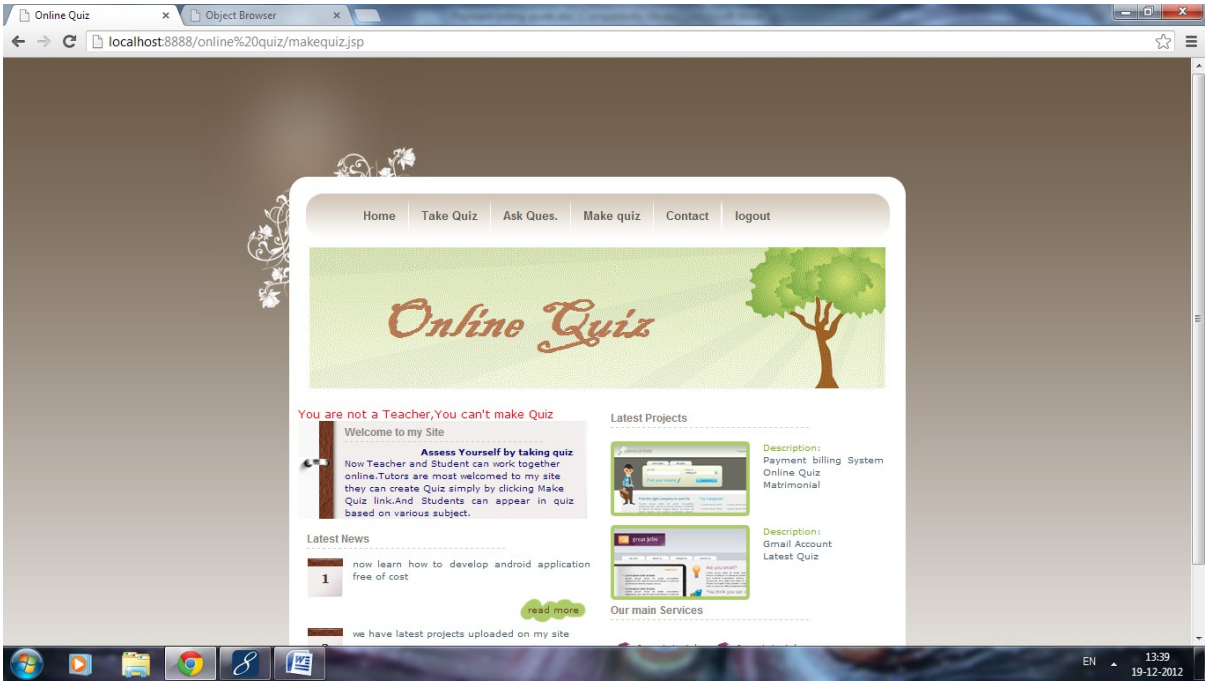
2. can ask question by clicking on the link Ask Ques.



3. can query to admin by contact us link.

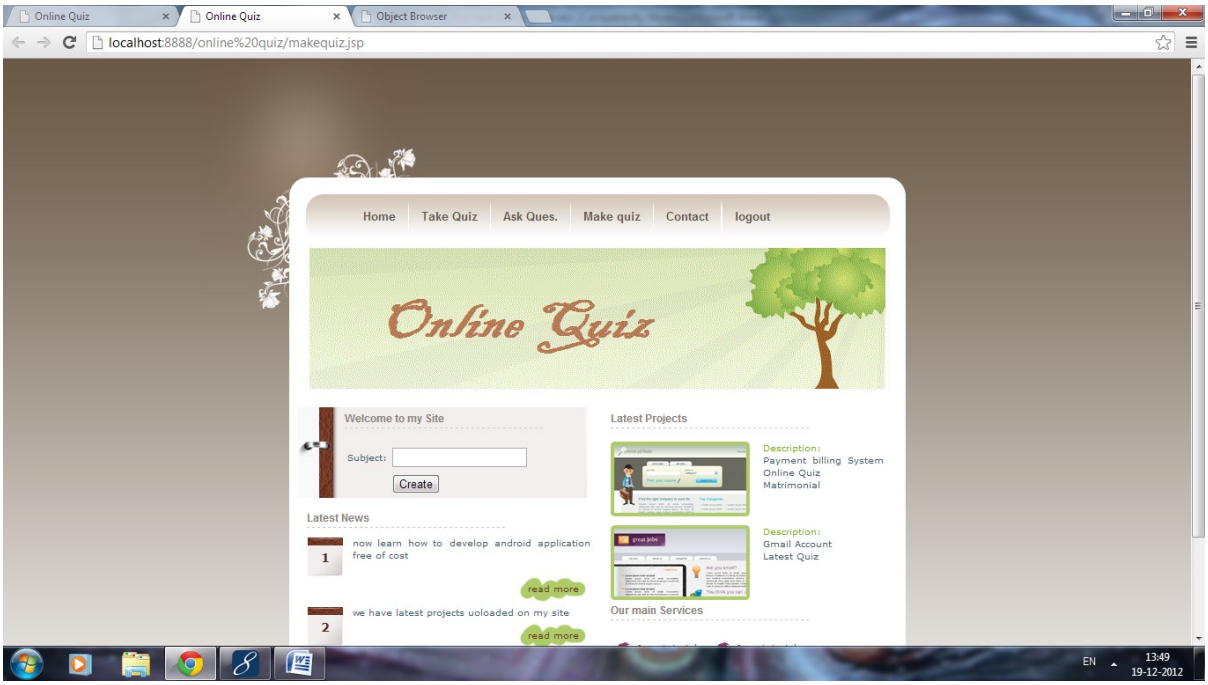


3. if you click on make quiz link as an student , you can't make it.

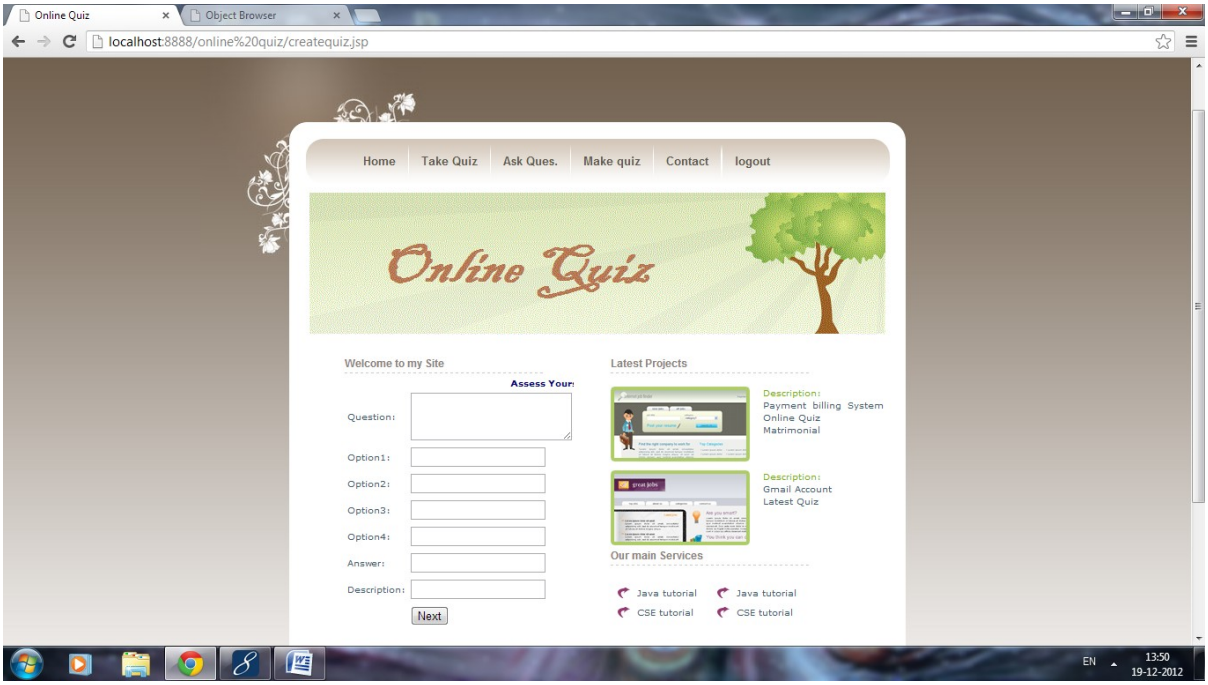


5. when category as Teacher:

1.You can perform all the student functions and can make quiz also.

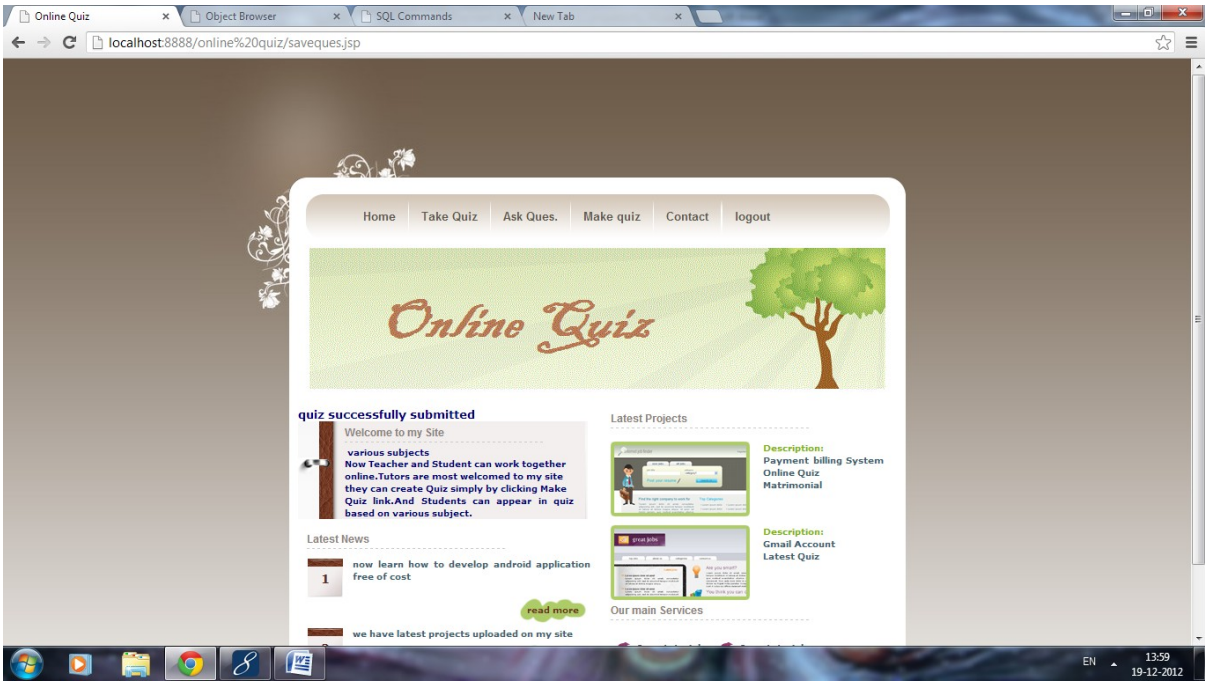


Enter the subject and click on create:



Enter the required field and click on next.

After 10 questions it will be submitted automatically.


Online Quiz
Object Browser
SQL Commands
New Tab
localhost:8888/online%20quiz/saveques.jsp
Home
Take Quiz
Ask Ques.
Make quiz
Contact
logout
Online Quiz
quiz successfully submitted
Welcome to my Site
various subjects
Now Teacher and Student can work together online.Tutors are most welcomed to my site they can create Quiz simply by clicking Make Quiz link.And Students can appear in quiz based on various subject.
Latest News
now learn how to develop android application free of cost
read more
we have latest projects uploaded on my site
Latest Projects
Description:
Payment billing System
Online Quiz
Matrimonial
Description:
Gmail Account
Latest Quiz
Our main Services
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GOOD LUCK

SYSTEM TESTING

SYSTEM TESTING

System testing is the stage before system implementation where the system is made error free and all the needed modifications are made. The system was tested with test data and necessary corrections to the system were carried out. All the reports were checked by the user and approved. The system was very user friendly with online help to assist the user wherever necessary.

Test Plan:

A test plan is a general document for the entire project, which defines the scope, approach to be taken, and schedule of testing, as well as identifying the test item for the entire testing process, and the personal responsible for the different activities of testing. This document describes the plan for testing, the knowledge management tool.

Major testing activities are:

- Test units
- Features to be tested
- Approach for testing
- Test deliverables
- Schedule
- Personal allocation

Test units:

Test Case specification is major activity in the testing process. In this project, I have performed two levels of testing.

- Unit testing
- System testing

The basic units in Unit testing are:

- Validating the user request
- Validating the input given by the user
- Exception handling

The basic units in System testing are:

- Integration of all programs is correct or not
- Checking whether the entire system after integrating is working as expected.
- The system is tested as whole after the unit testing.

Other Testing Strategies:

Alpha Testing:

This was done at the developer's site by a customer. The software is used in a natural setting with the developer "looking over the shoulder" of the user and recording errors and usage problems. Alpha tests are conducted in a controlled environment.

Beta Testing:

This was conducted at one or more customer sites by the end-user of the software. Unlike alpha testing, the developer is generally not present. Therefore, the beta test is a "live" application of the software in an environment that cannot be controlled by the developer. The customer records all problems that are encountered during beta testing and reports these to the developer at regular intervals. As a result of problems reported during beta tests, software engineers make modifications and then prepare for release of the software product to the entire customer base.

Test deliverables:

The following documents are required besides the test plan

- Unit test report for each unit
- Test case specification for system testing
- The report for system testing
- Error report

The test case specification for system testing has to be submitted for review before the system testing commences.

IMPLEMENTATION AND EVALUATION

IMPLEMENTATION AND EVALUATION

During the software-testing phase each module of software is thoroughly tested for bugs and for accuracy of output. The system developed is very user-friendly and the detailed documentation is also given to the user as online help wherever necessary. The implementation phase normally ends with the formal test involving all the components.

The entire system was developed using the ASP, HTML, JavaScript, Personal Web Server, and Oracle 8 as back end. The HTML is used to design the web page. The Personal Web Server is used to understand the client's request and to send response to them. The VBScript are used for client-side validations so that the user can enter only appropriate input in the input fields. The Oracle 8 is the back end tool where the database resides.

Hence the design of the entire system is user-friendly and simple the implementation has been quite easy.

CONCLUSION WITH FUTURE ENHANCEMENT

CONCLUSION

This project has given me an ample opportunity to design, code, test and implements an application. This has helped in putting into practice of various Software Engineering principles and Database Management concepts like maintaining integrity and consistency of data. Further, this has helped me to learn more about ORACLE 11, java 8.0, HTML, JavaScript, Adobe Photoshop 7.0 and Apache Tomcat Web Server.

I thank my guide for his invaluable contribution in guiding me through out the project. I also thank my parents and friends who have supported and motivated me to complete this project successfully.

Future Enhancement-

College Name – DAVIET

Department Of Electronincs and Communications

Title Of Project: **Online Quiz**

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